

IMAGE GENERATION SYSTEM AND PROGRAM

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This application is the National Phase International
Application PCT/JP00/03589, filed June 02, 2000.
Technical Field

The present invention relates to an image generation
5 system and program.

Background of Art

There is known an image generation system for generating
an image visible from a given view point within an object space
10 which is a virtual three-dimensional space. This image
generation system is highly popular as a system which is capable
of experiencing a so-called virtual reality. If such an image
generation system is used for a gun game, a player (or operator)
can enjoy a three-dimensional game by using a gun-type
15 controller (or shooting device) to shoot target objects such
as enemy characters (or objects) which are displayed on a
screen.

In such an image generation system, it becomes an important
technical problem to generate a more realistic image for
20 improving the virtual reality. It is thus desirable that the
motion of enemy characters can more realistically be
represented as well. The image generation systems of the prior
art have represented the motion of enemy characters by selecting
a previously provided motion data and playing (replaying) a
25 motion based on the selected motion data.

However, such a technique of playing the motion based on
the motion data had the following problems: